

The Mind's Eye

Weapons of Legacy, Part 2

Arik's Vengeance

By Scott Brocius and Mark A Jindra

This month we continue our look at [Weapons of Legacy](#) by introducing a new psionic weapon perfect for both psions and psychic warriors. This new weapon is ready to drop into your campaign, complete with history, rituals, requirements, abilities, and an adventure seed.



Arik's Vengeance

Arik's Vengeance is a heavy mace composed of amethyst, silver, and wood. The head of the mace is a fist-sized chunk of amethyst gripped in a dragon's claw composed of silver. Faint purple veins pulse in the gray wood of the shaft, and the wood ends with a silver cap carved with the Dwarven rune for vengeance.

Nonlegacy Game Statistics: Small+1 heavy mace; **Damage** 1d6+1; Cost 2,312 gp.

Omen: The amethyst within *Arik's Vengeance* pulsates slowly with dim light when held by a creature that has psionic abilities or powers.

History

During the final years of the Rokehold mines on the Demiplane of Ectoplasm, githyanki forces besieged the Aleithian dwarves in an attempt to drive them from the plane. The dwarves refused to leave, honoring the pact they had made with Aleithilithos, a thane of Sardior.

A pair of brothers, Arik and Alik Silverhunter, fought the githyanki as members of the clan's military forces. Arik, a psychic warrior, routinely carried his brother's psicrystal to relay information back to him as he went on patrols. While on one of these patrols, the githyanki launched an attack on the fort where Alik was stationed. Arik knew the moment his brother died, as the psicrystal fell from his shoulder, lifeless. He rushed to the fort only to find it in shambles and his brother's body missing.

He created his plan for *Arik's Vengeance* in those first moments of grief. He took the psicrystal and fashioned it into the head of a mace, used the branch of a canath tree for the shaft, and worked silver to create a dragon's claw to grip the gem. He then took the weapon to the priests of Aleithilithos for their blessing. (**DC 20; Seeking Approval**)



With this new weapon in hand, Arik led his unit on an attack of the latest githyanki encampment. His clan

brothers also sought the blood of the githyanki, but Arik's hatred fueled him beyond his normal limits. As they rushed into battle, the githyanki psions and mages unleashed *energy bursts* and *fireballs* upon the dwarves, but Arik came through almost completely unscathed. **(DC 25; Gauntlet of Fire)**

Arik, bringing his full fury to bear, engaged the githyanki commander. The two fought for what seemed ages as githyanki and dwarves alike died around them. In the end, Arik landing a killing blow on his foe before succumbing to his own wounds. **(DC 30; Final Revenge)**

Legacy Rituals

Three rituals are required to unlock all the abilities of *Arik's Vengeance*. While the rituals for both psychic warriors and psions or wilders are the same, the psicrystal within it will attune itself to one class or the other and change its abilities appropriately.

Seeking Approval: The weapon must be presented to a priest of Aleithilithos or Sardior to get blessed. Depending on the wielder, this may or may not be an easy task. *Cost:* 2,000 gp. *Feat Granted:* Least Legacy (*Arik's Vengeance*).

Gauntlet of Fire: The wielder must survive five magical fire attacks during one encounter. Any kind of protection can be used, but the attacks must come from hostile forces. After this, the wielder must fast and meditate for 24 hours before being healed of the wounds. *Cost:* 10,000 gp. *Feat Granted:* Lesser Legacy (*Arik's Vengeance*).

Final Revenge: The wielder must seek out and slay a githyanki of equal or higher CR value. After this, the wielder must fast and meditate for 24 hours before being healed of any wounds. *Cost:* 40,000 gp. *Feat Granted:* Greater Legacy (*Arik's Vengeance*).

Wielder Requirements

Only characters with psionic ability can wield *Arik's Vengeance* to its full effect. The class of the character determines the abilities gained by the weapon. If a character has both psychic warrior and psion or wilder **levels**, the DM (or the player with the DM's approval) can choose which tree to follow.

***Arik's Vengeance* Wielder Requirements (Psychic Warrior)**

Ability to manifest 2nd-level powers

Base attack bonus +3

***Arik's Vengeance* Wielder Requirements (Psion or Wilder)**

Ability to manifest 3rd-level powers

Base attack bonus +2

***Arik's Vengeance* -- Heavy Mace (Psychic Warrior)**

-----Personal Costs-----

Character Level	Attack Penalty	Manifester Level Penalty	Hit Point Loss	Power Point Loss	Abilities
5th	--	--	--	--	Psicrystal awakening
6th	-1	-1	--	--	Small +1 <i>heavy mace of impact</i>
7th	--	--	2	2	Armor of wrath +1
8th	--	--	--	--	Vengeful tenacity +1
9th	--	--	2	--	--
10th	--	--	--	2	Swift feet
11th	--	--	--	--	Small +2 <i>heavy mace of impact</i>
12th	--	--	2	--	--
13th	--	--	2	2	Firewalker 10
14th	--	-2	--	--	--
15th	--	--	2	--	--
16th	--	--	--	2	Small +2 <i>psychokinetic heavy mace of impact</i>
17th	--	--	--	--	Small +2 <i>githyanki bane psychokinetic heavy mace of impact</i>
18th	--	--	2	2	--
19th	--	--	2	--	Small +5 <i>githyanki bane psychokinetic heavy mace of impact</i>
20th	--	--	--	2	While I still stand +6

Legacy Item Abilities (Psychic Warrior)

All the following are legacy item abilities of *Arik's Vengeance*.

Psicrystal Awakening (Su): The psicrystal in the weapon attunes itself to you and gains a personality type from pages 23-24 of the *Expanded Psionics Handbook*. It can communicate with you telepathically, but is blind to the outside world. It grants the skill bonuses for the selected personality type. No other abilities of a psicrystal are gained. You contribute a bit of your consciousness to the psicrystal.

Armor of Wrath (Su): At 7th level, you gain a +1 **deflection bonus** to **Armor Class**. At your discretion, this ability causes silvered-limned purple flames to flicker on your skin and clothing, or the effect can be invisible.

Vengeful Tenacity (Su): At 8th level, you gain a +1 **resistance bonus** on all saving throws.

Swift Feet (Su): At 10th level, you gain a 10-foot enhancement to your base ground movement.

Firewalker (Su): At 13th level, you gain resistance to fire 10.

While I Still Stand (Su): At 20th level, *Arik's Vengeance* grants a +6 **enhancement bonus** to your Constitution score.

Arik's Vengeance -- Staff (Psion or Wilder)

--Personal Costs--

Character Level	Manifester Level Penalty	Power Point Loss	Abilities
5th	--	--	Psicrystal awakening, transformation
6th	-1	2	Extend Power 3/day
7th	--	--	Armor of wrath +1
8th	--	2	Vengeful tenacity +1
9th	--	--	--
10th	--	2	Awakened Intelligence
11th	--	--	Small +2 <i>quarterstaff</i>
12th	--	2	--
13th	-2	--	Firewalker 10
14th	--	2	Empower Power 3/day
15th	--	--	Armor of wrath +2
16th	--	2	Vengeful tenacity +2
17th	--	--	<i>Githyanki doom</i>
18th	--	2	--
19th	--	--	Focused power 3/day
20th	--	2	While I still stand +6

Legacy Item Abilities (Psion or Wilder)

All the following are legacy item abilities of *Arik's Vengeance*.

Psicrystal Awakening (Su): The psicrystal in the weapon attunes itself to you and gains a personality type from pages 23-24 of the *Expanded Psionics Handbook*. It can communicate with you telepathically, but is blind to the outside world. It grants the skill bonuses for the selected personality type. No other abilities of a psicrystal are gained. You contribute a bit of your consciousness to the psicrystal.

Transformation: The weapon changes from a heavy mace to a quarterstaff should you be other than a psychic warrior. It reverts back to mace form only when you sever your ties to it.

Extend Power (Su): Three times a day at 6th level, you can manifest a power up to 3rd level with the Extend Power feat. Using this legacy ability does not change the power point cost of the altered power.

Armor of Wrath (Su): At 7th level, you gain a +1 deflection bonus to Armor Class. At your discretion, this ability causes silvered-limned purple flames to flicker on your skin and clothing, or the effect can be invisible. This bonus increases to +2 at 15th level.

Vengeful Tenacity (Su): At 8th level, you gain a +1 resistance bonus on all saving throws. This bonus increases to +2 at 16th level.

Awakened Intelligence (Su): At 10th level, one of the personalities contained within *Arik's Vengeance* manifests itself. The weapon can communicate with you telepathically and can speak Common, Dwarven, Undercommon, and Draconic. The weapon can hear and see out to 60 feet using **darkvision**. Its Intelligence and Charisma are 16 and its Wisdom is 10. Initially, its Ego score is 9 + its enhancement bonus (a total of 10 at 10th level). If any lesser abilities are awakened, the Ego increases to 11 + its enhancement bonus; should you awaken greater abilities, the Ego increases to 15 + its enhancement bonus.

Firewalker (Su): At 13th level, you gain resistance to fire 10.

Empower Power (Su): Three times a day at 14th level, you can manifest a power up to 3rd level with the Empower Power feat. Using this legacy ability does not change the power point cost of the altered power.

Githyanki Doom (Sp): Any manifested powers that target githyanki gain a +2 bonus to the Difficulty Class for all saving throws against them. In addition, powers gain +1 point of damage per die.

Focused Power (Su): Three times per day, you can expend the weapon's psionic focus instead of your own. It automatically refocuses itself the next round.

While I Still Stand (Su): At 20th level, *Arik's Vengeance* grants a +6 enhancement bonus to your Constitution score.

Adventure Seed (EL 5)

After Arik's demise, *Arik's Vengeance* was returned to the priests of Aleithilithos, who noted the affinity it had for psions and psychic warriors. They in turn gave the weapon to a series of psionic champions to use against the githyanki. It was finally lost during the great exodus as the Aleithian dwarves migrated to the surface over 100 years ago.

It passed through the hands of several underworld denizens until it reached the hands of its current owner, Vort, a goblin fighter. He, his blue advisor, and eight goblins are on a food raid for his tribe. They have set up a small camp outside of a rural farm and are collecting calves during the night. The player characters are approached for help when they stop in a local inn for the night. The blue knows the weapon is somehow special (though he has not unlocked any of its legendary properties), and he is looking for a way to claim it for his own.

Goblins (8): hp 5 (see page 133 of the *Monster Manual*).



Blue (1): hp 10 (see page 189 of the *Expanded Psionics Handbook*).

Vort CR 3

Male goblin **fighter** 3

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., Listen +4, Spot +4

Languages Common, Goblin

AC 20, touch 14, **flat-footed** 16; Dodge

hp 20 (3 HD)

Fort +4, **Ref** +4, **Will** +1

Speed 30 ft. (6 squares)

Melee *Arik's Vengeance* +6 (1d6+1)

Base Atk +3; **Grp** +0

Atk Options Power Attack

Abilities **Str** 13, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 6

Feats Alertness, Dodge, Power Attack, Weapon Focus (heavy mace)

Skills Hide +7, Listen +4, Move Silently +7, Ride +13, Spot +4

Possessions chain shirt, heavy steel shield, *Arik's Vengeance*, 25 sp

About the Authors

Scott Brocius has been "kicking around" with the **D&D** game since being introduced to it 1980. The new edition of **D&D** has renewed his love for and interest in the game. Scott also coauthors the monthly Mind's Eye feature on the Wizards of the Coast website.

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